FIG. 1

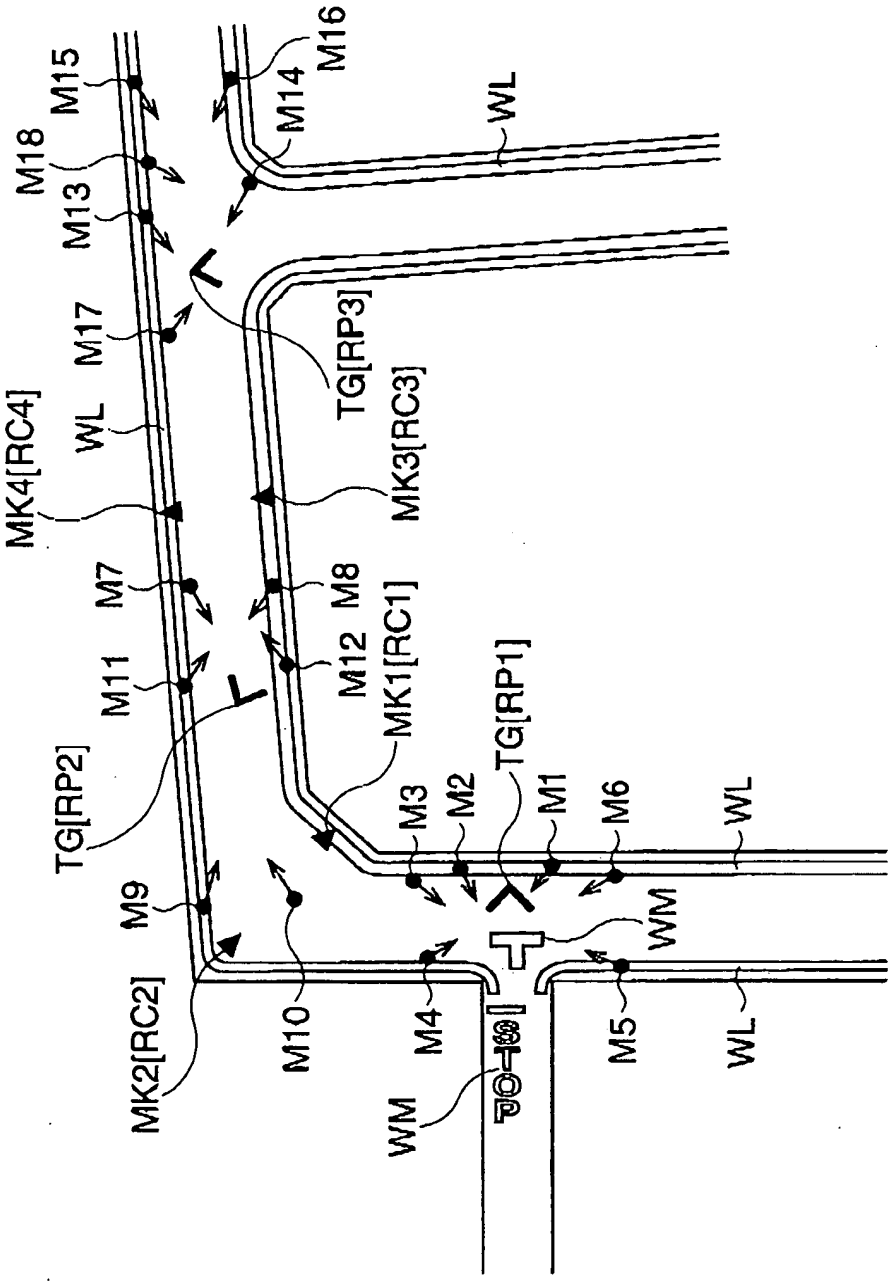

M15
M18
M13
M16
M14
WL
M17
WL
TG[RP3]
MK4[RC4]
MK3[RC3]
M7
M8
M11
M12
MK1[RC1]
TG[RP2]
TG[RP1]
M3
M2
M1
M6
WL
M9
WM
MK2[RC2]
M10
M4
M5
WL
WM

FIG. 2

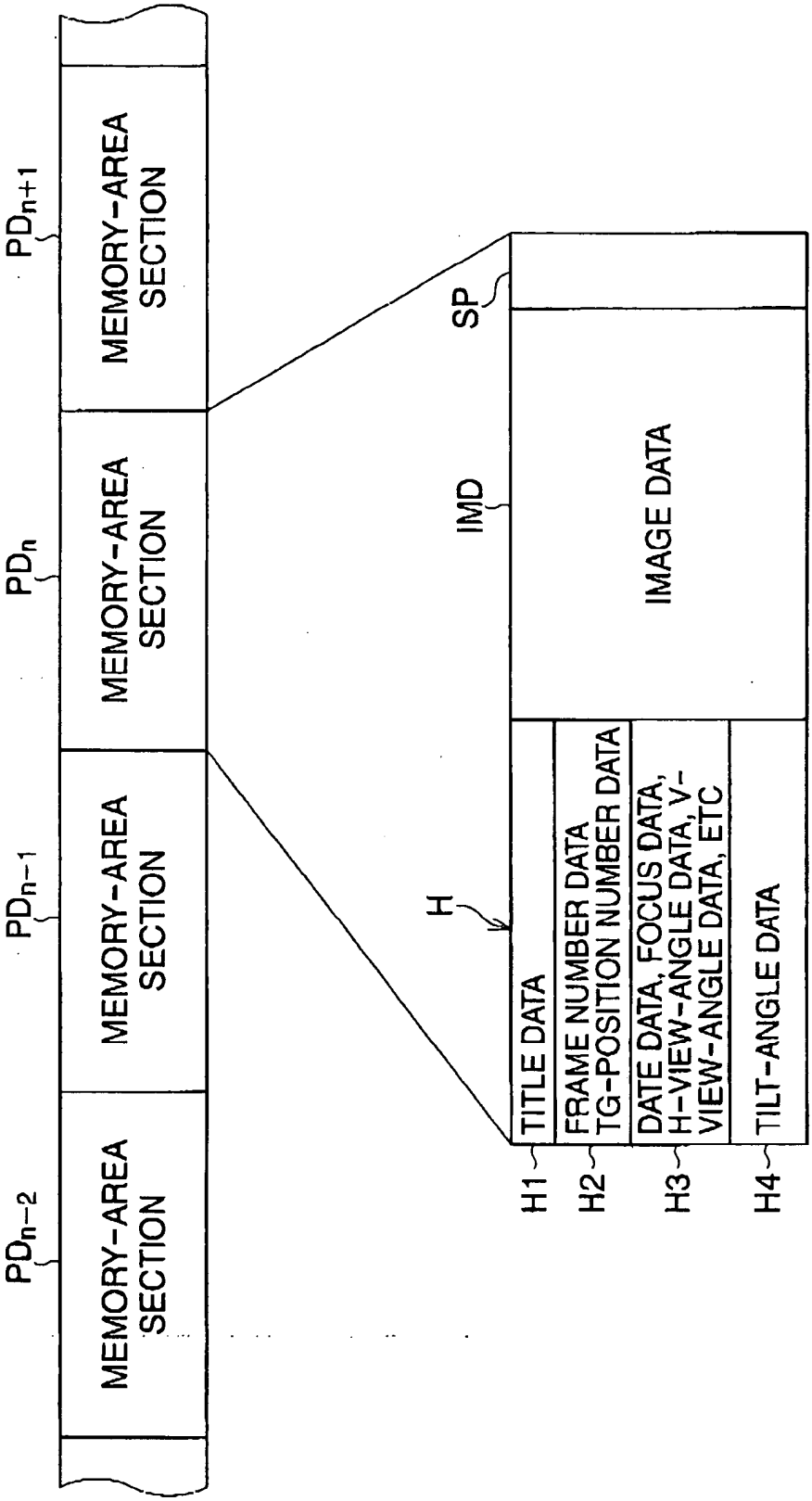

MEMORY-AREA SECTION
PDn-2
MEMORY-AREA SECTION
PDn-1
MEMORY-AREA SECTION
PDn
MEMORY-AREA SECTION
PDn+1
H
SP
IMD
IMAGE DATA
TITLE DATA
FRAME NUMBER DATA TG-POSITION NUMBER DATA
DATE DATA, FOCUS DATA, H-VIEW-ANGLE DATA, V-VIEW-ANGLE DATA, ETC
TILT-ANGLE DATA
H1
H2
H3
H4

FIG. 3

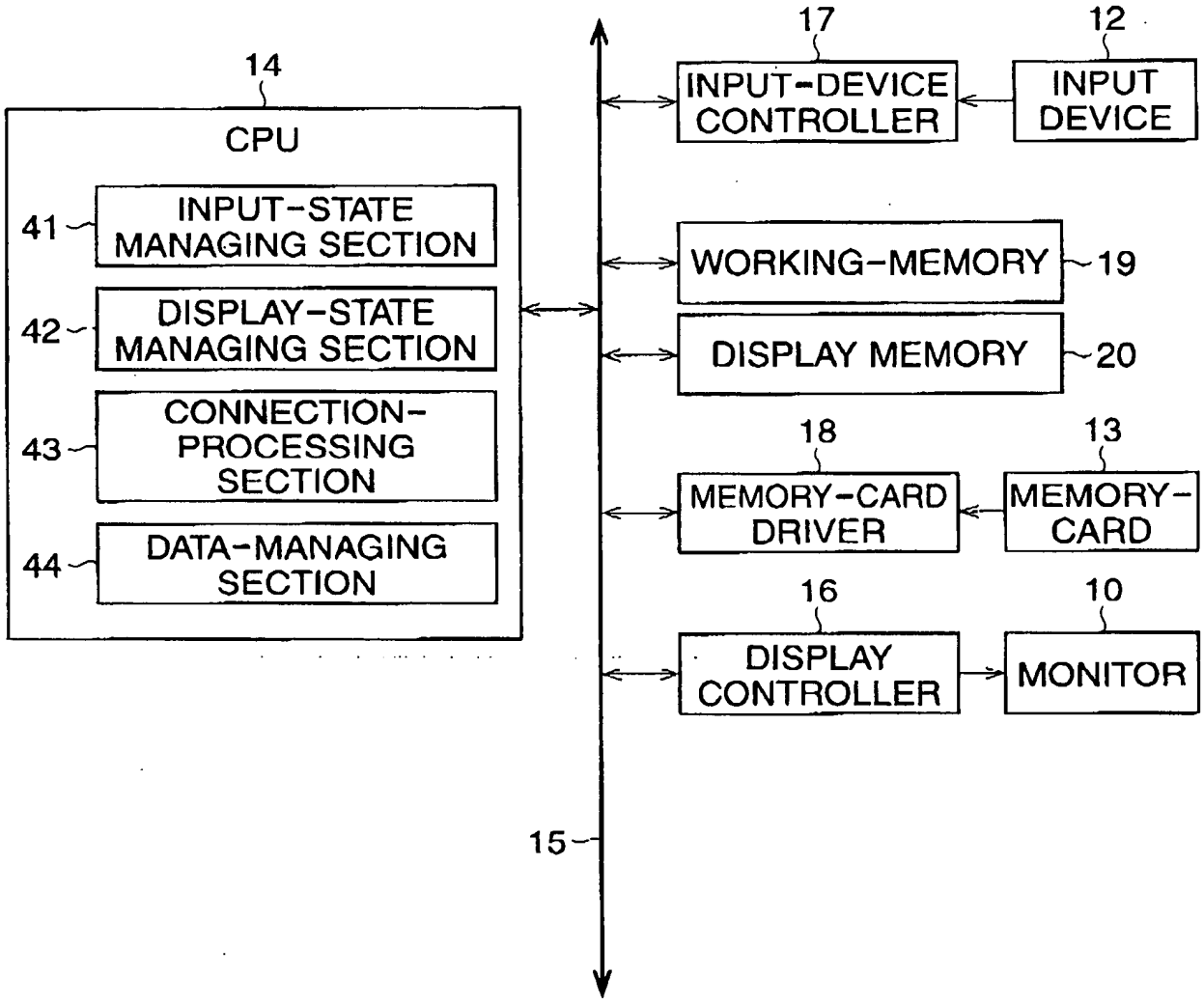

14
CPU
41
INPUT-STATE MANAGING SECTION
42
DISPLAY-STATE MANAGING SECTION
43
CONNECTION-PROCESSING SECTION
44
DATA-MANAGING SECTION
17
INPUT-DEVICE CONTROLLER
12
INPUT DEVICE
WORKING-MEMORY
19
DISPLAY MEMORY
20
18
MEMORY-CARD DRIVER
13
MEMORY-CARD
16
DISPLAY CONTROLLER
10
MONITOR
15

FIG. 4

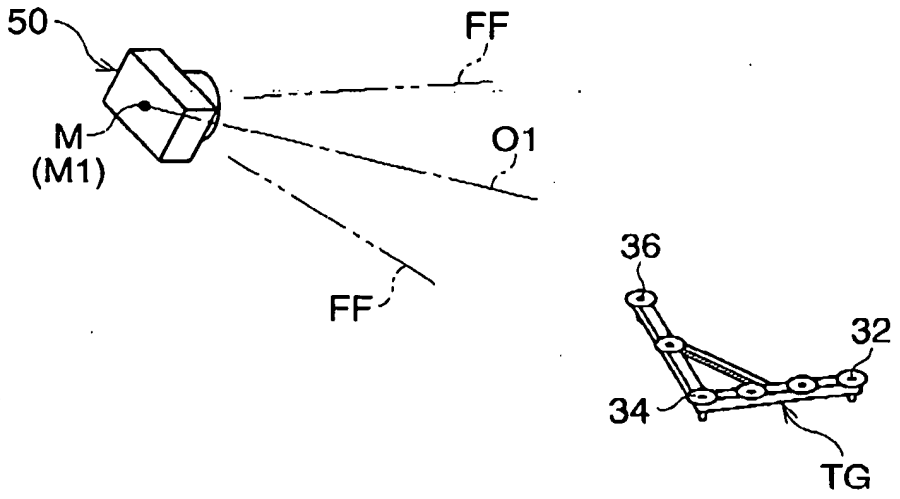

50
FF
M
(M1)
O1
FF
36
32
34
TG

FIG. 5

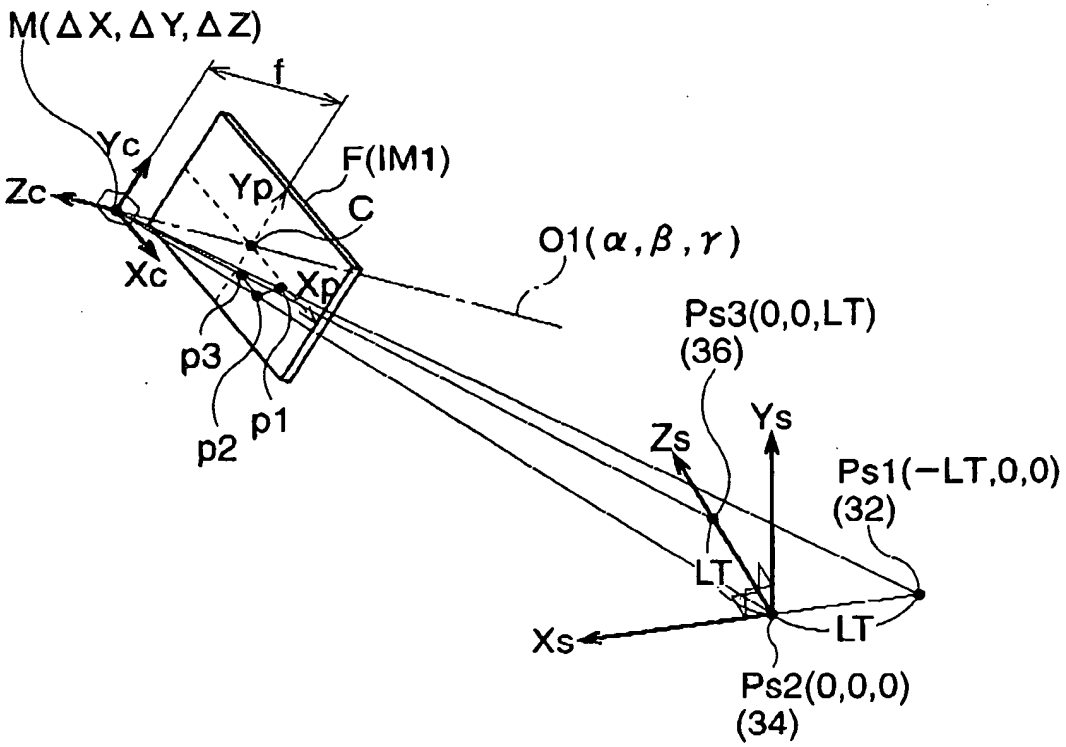
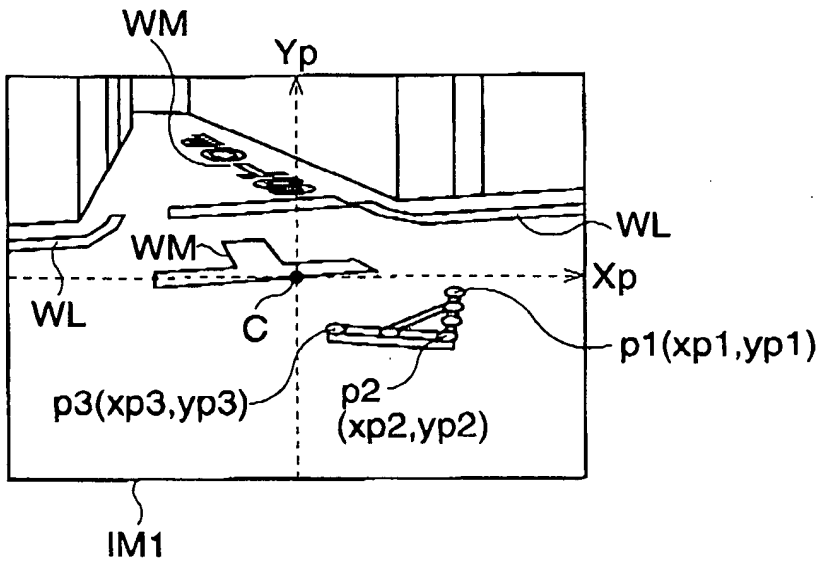

M(ΔX,ΔY,ΔZ)
f
Yc
Zc
Xc
Yp
F(IM1)
C
Xp
O1(α,β,γ)
p3
p2
p1
Ps3(0,0,LT)
(36)
Ys
Zs
Ps1(−LT,0,0)
(32)
LT
LT
Xs
Ps2(0,0,0)
(34)

FIG. 6



0000000000000000

FIG. 7

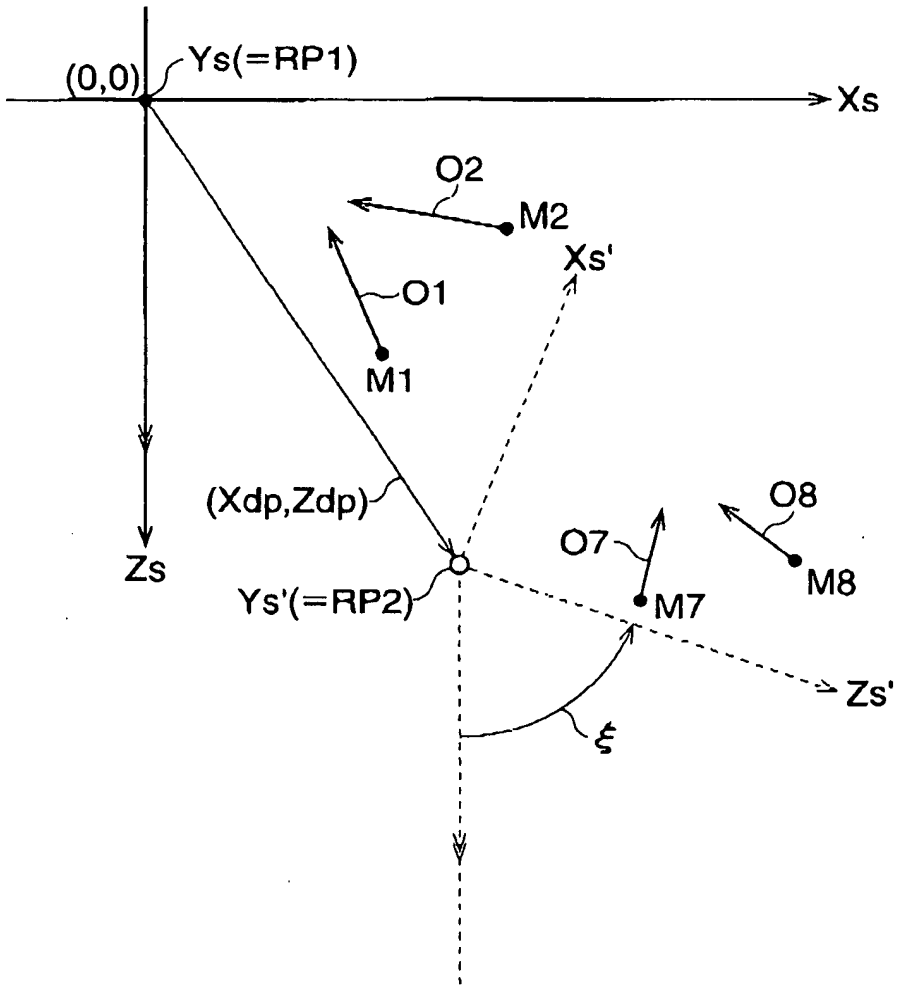


FIG. 8

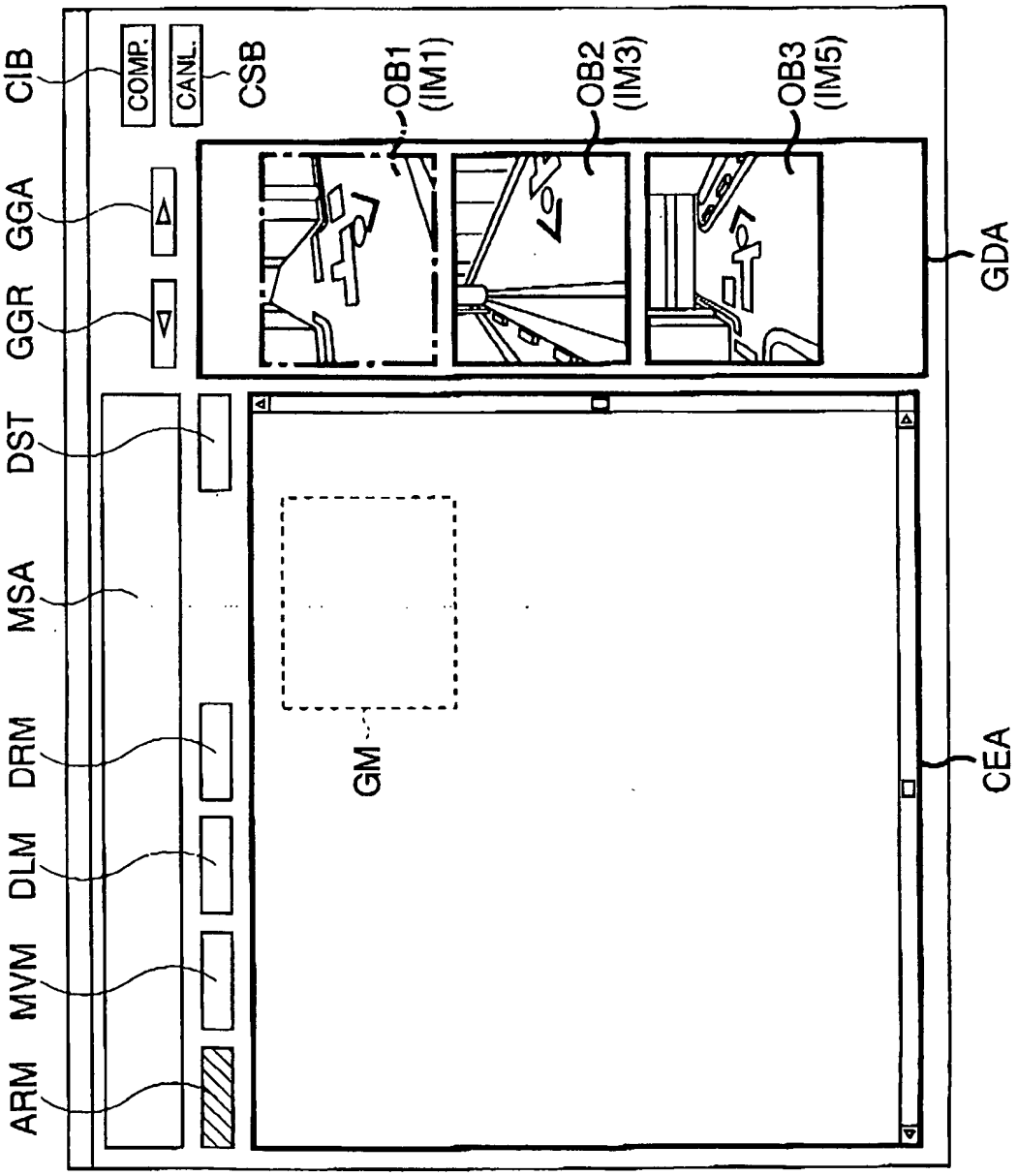


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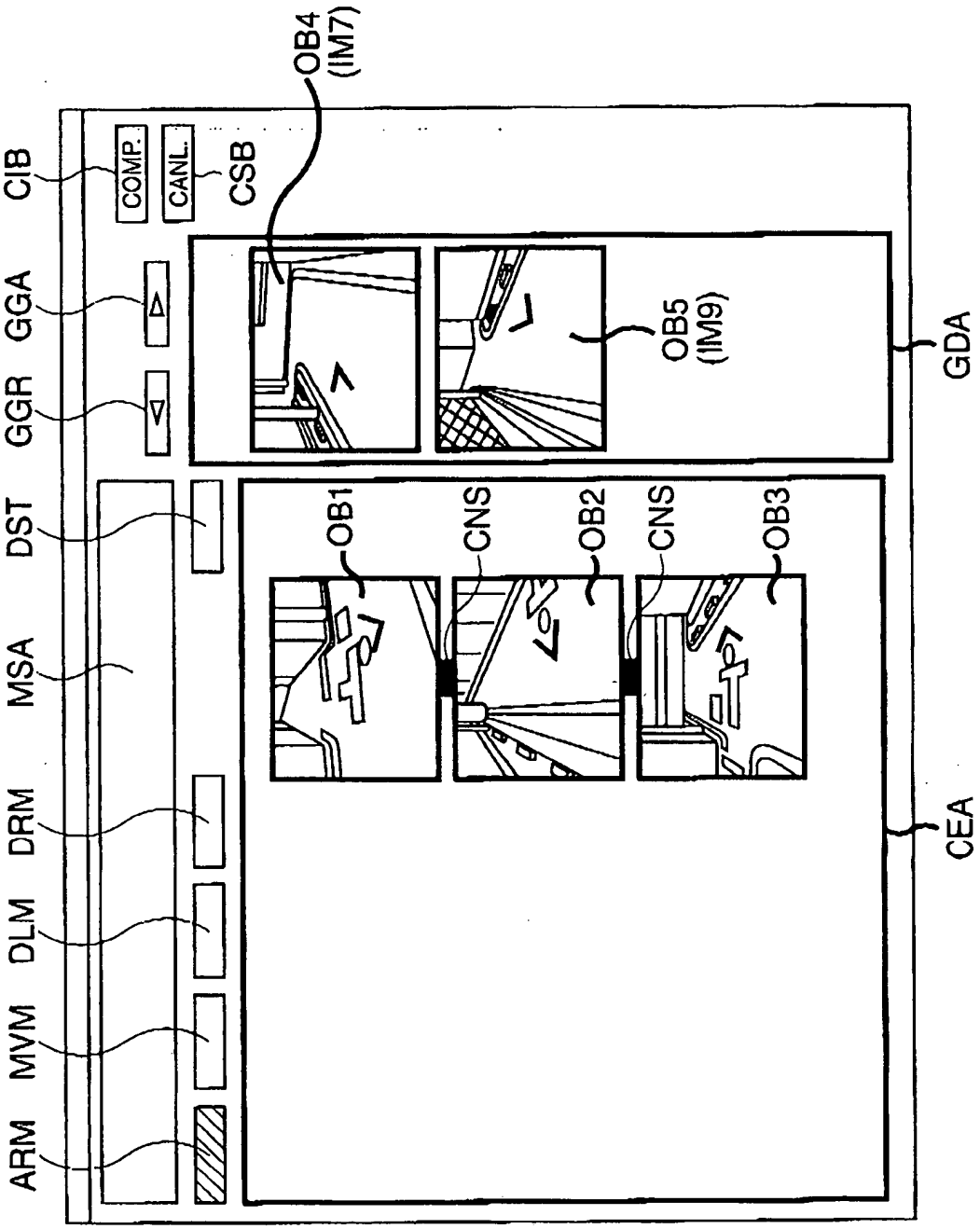
FIG. 9



0600808.060300

09608008-060200

FIG. 10

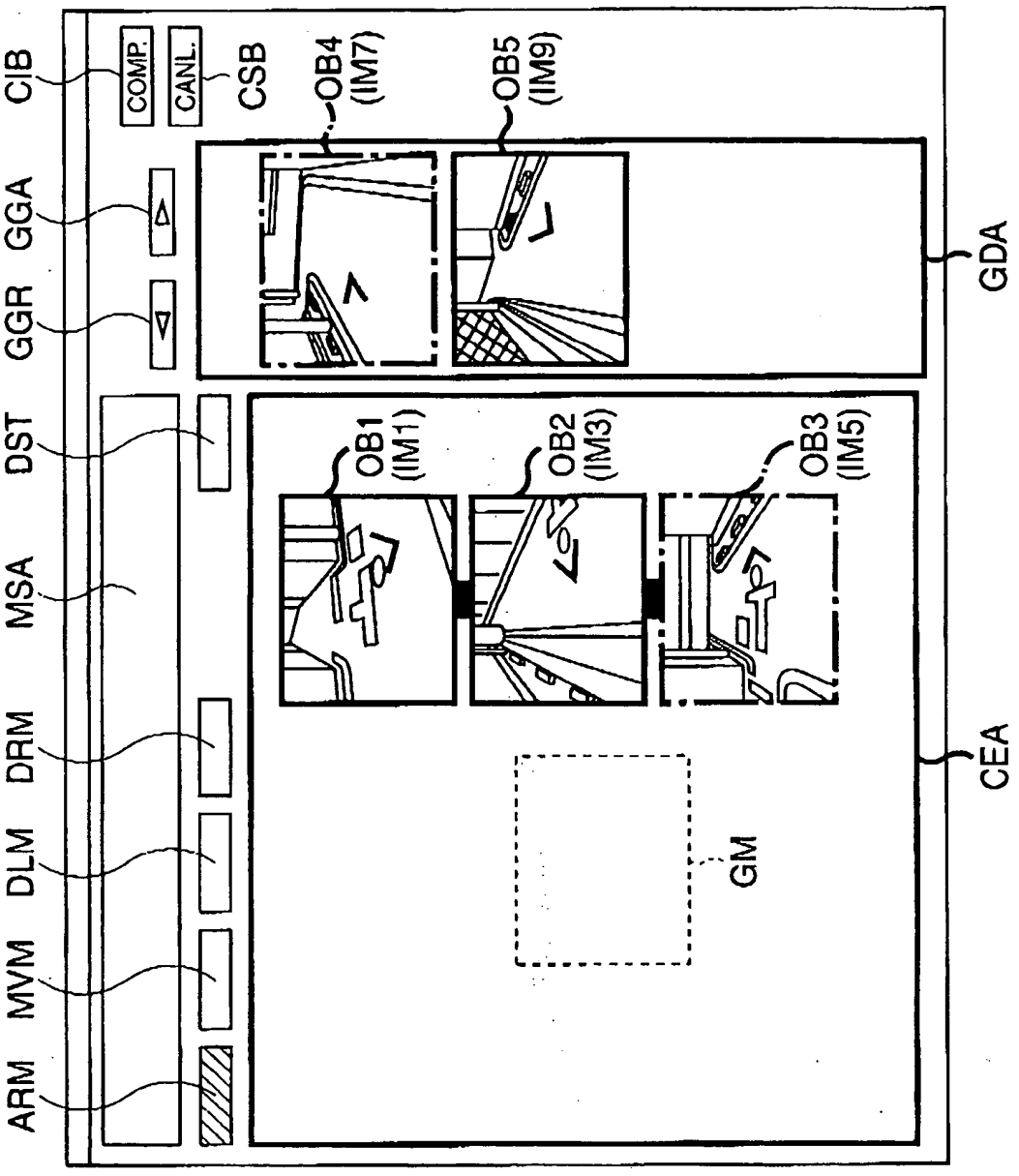
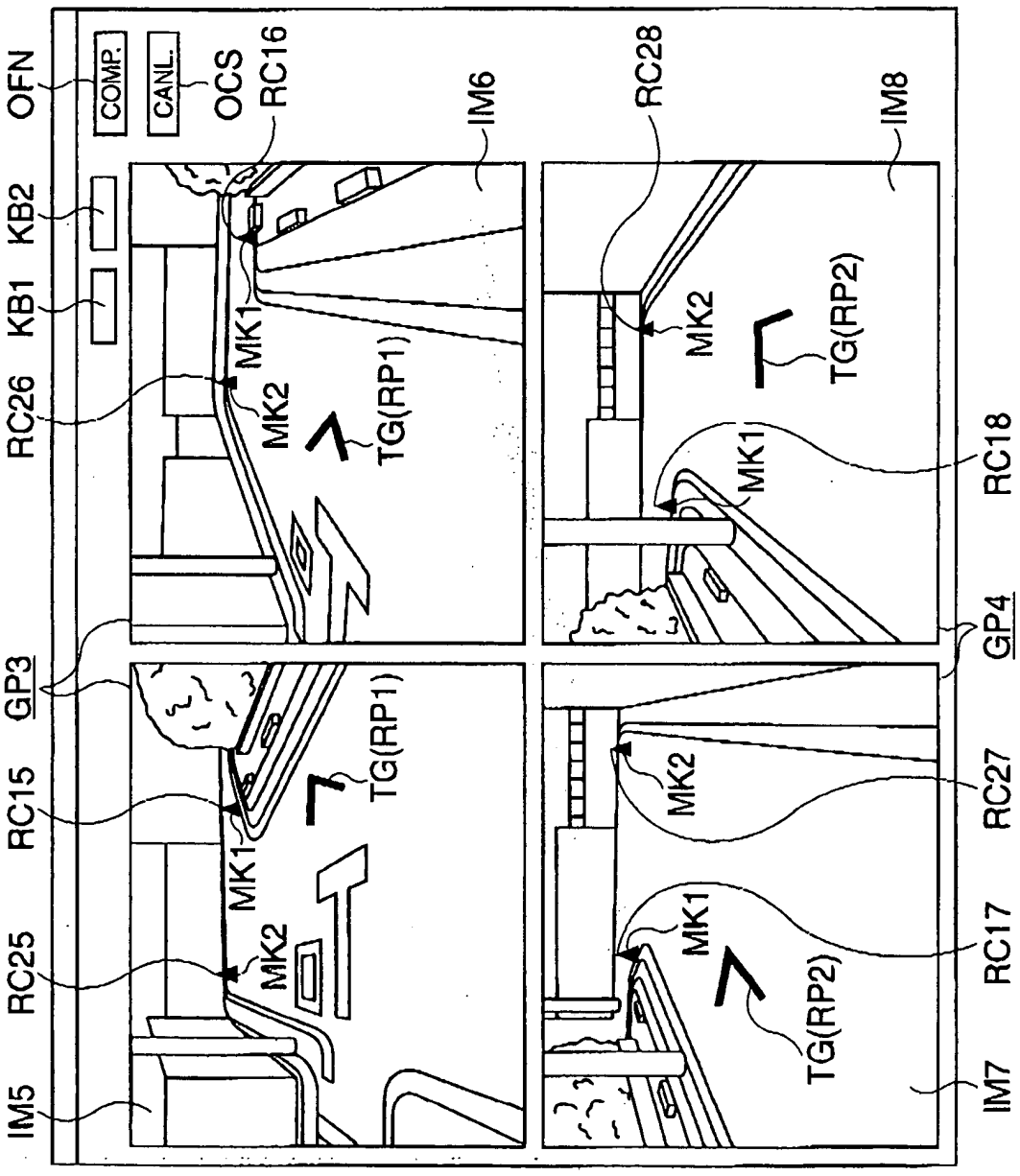
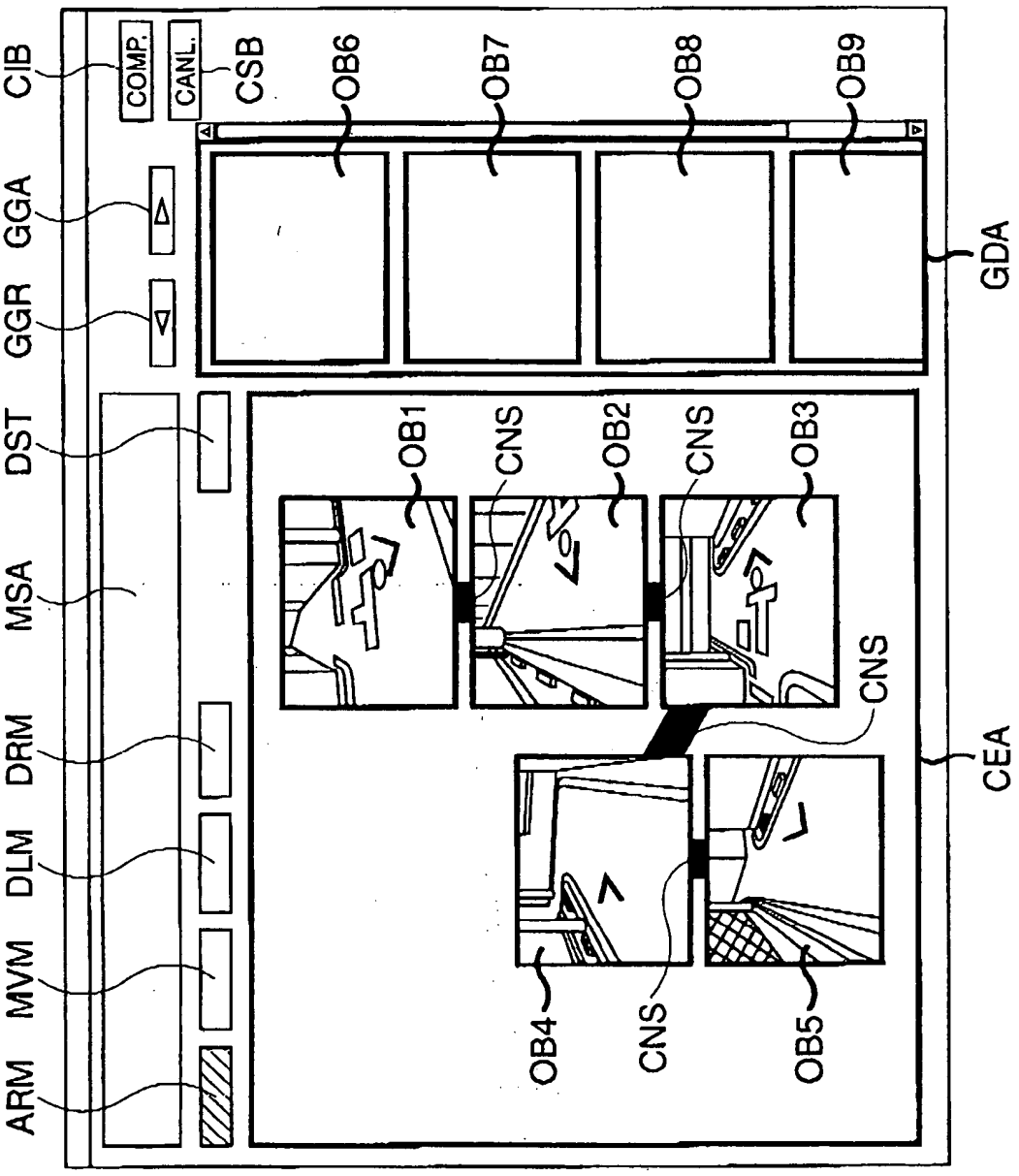


FIG. 11


OFN
COMP.
CANL.
OCS
RC16
IM6
RC28
IM8
KB2
KB1
RC26
MK1
MK2
TG(RP1)
TG(RP2)
RC18
GP3
GP4
RC15
RC25
RC27
RC17
IM5
IM7

0960800-060300

FIG. 12



0050-0050-0050-0050

FIG. 13

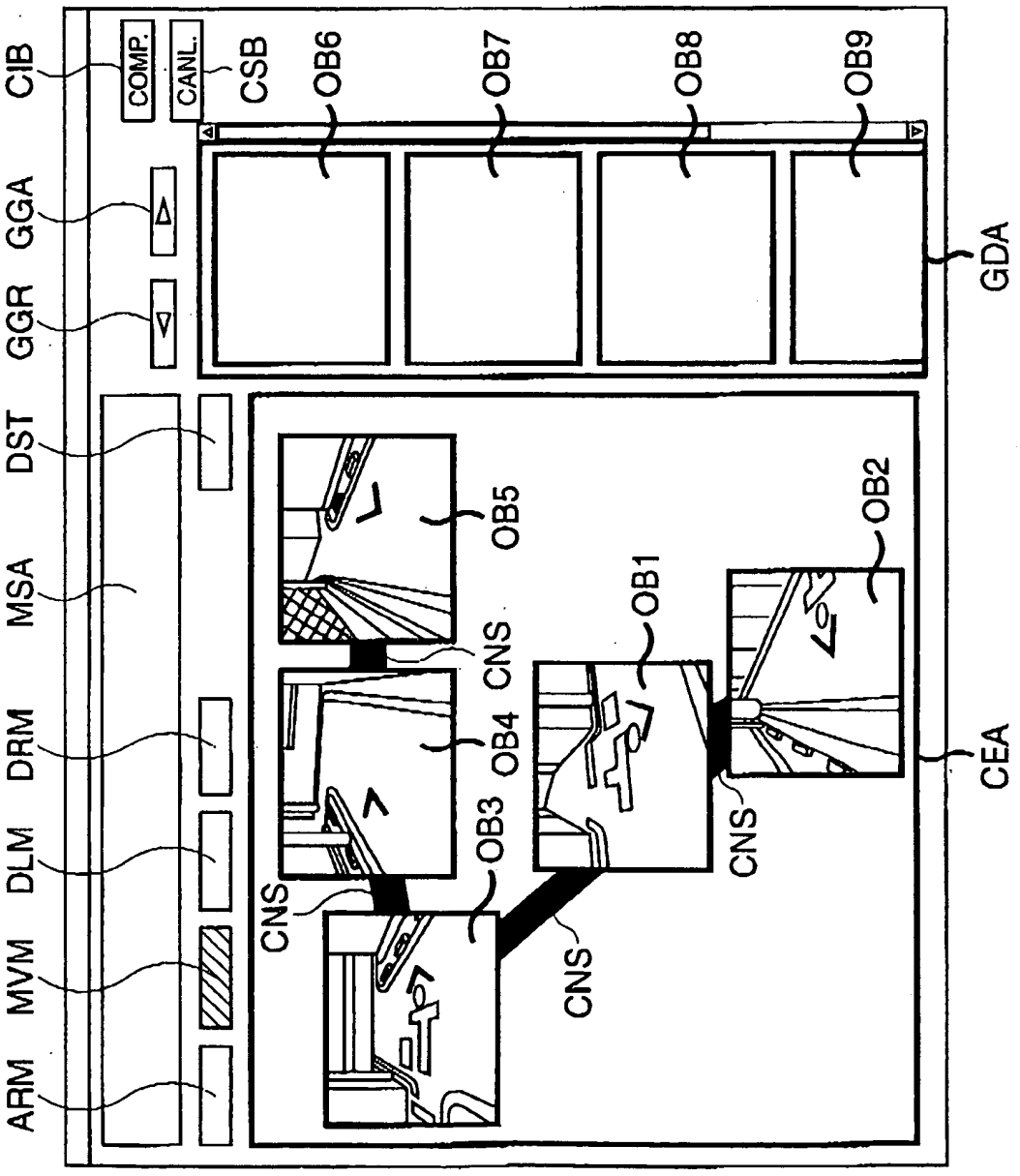


FIG. 14

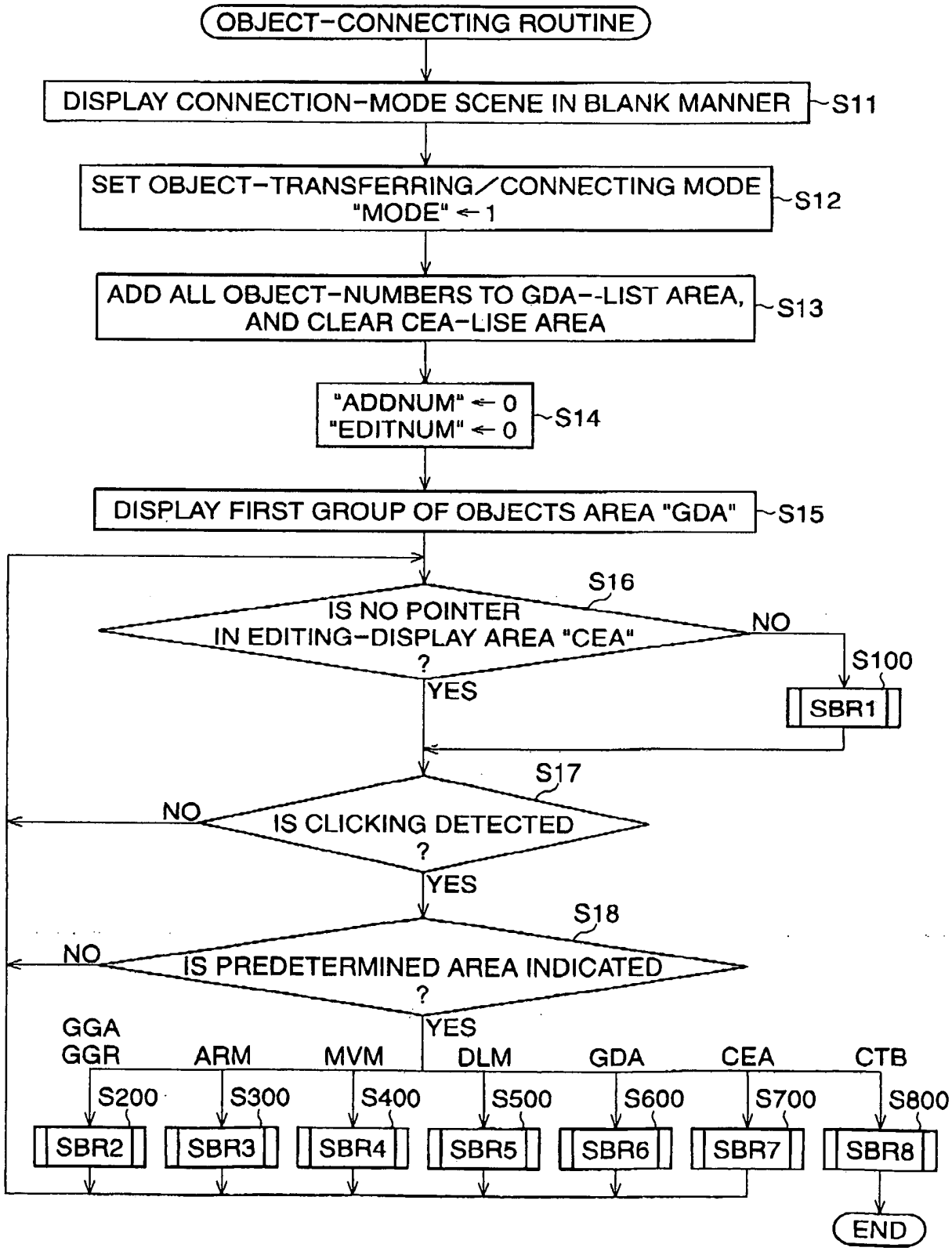

OBJECT-CONNECTING ROUTINE
DISPLAY CONNECTION-MODE SCENE IN BLANK MANNER
S11
SET OBJECT-TRANSFERRING/CONNECTING MODE "MODE" ← 1
S12
ADD ALL OBJECT-NUMBERS TO GDA--LIST AREA, AND CLEAR CEA-LISE AREA
S13
"ADDNUM" ← 0
"EDITNUM" ← 0
S14
DISPLAY FIRST GROUP OF OBJECTS AREA "GDA"
S15
S16
IS NO POINTER IN EDITING-DISPLAY AREA "CEA" ?
NO
YES
S100
SBR1
S17
IS CLICKING DETECTED ?
NO
YES
S18
IS PREDETERMINED AREA INDICATED ?
NO
YES
GGA
GGR
ARM
MVM
DLM
GDA
CEA
CTB
S200
S300
S400
S500
S600
S700
S800
SBR2
SBR3
SBR4
SBR5
SBR6
SBR7
SBR8
END

FIG. 15

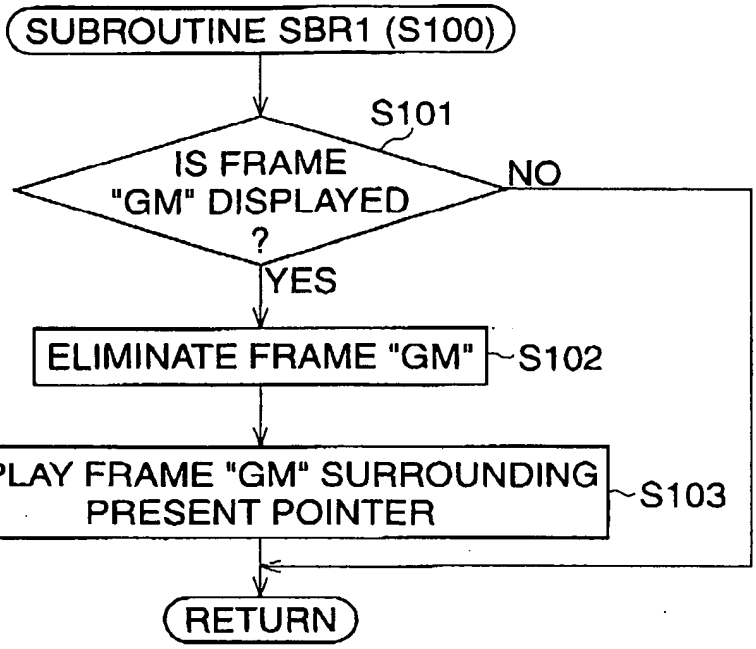


FIG. 16

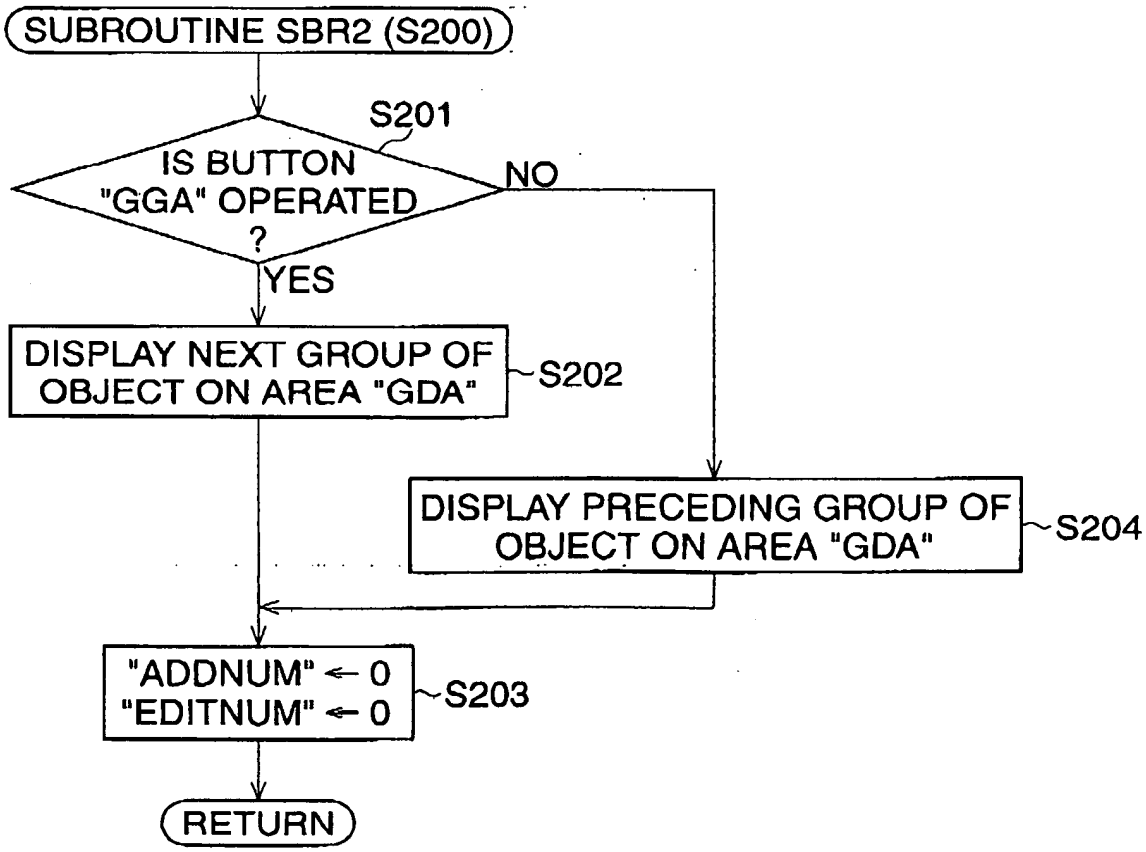


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FIG. 17

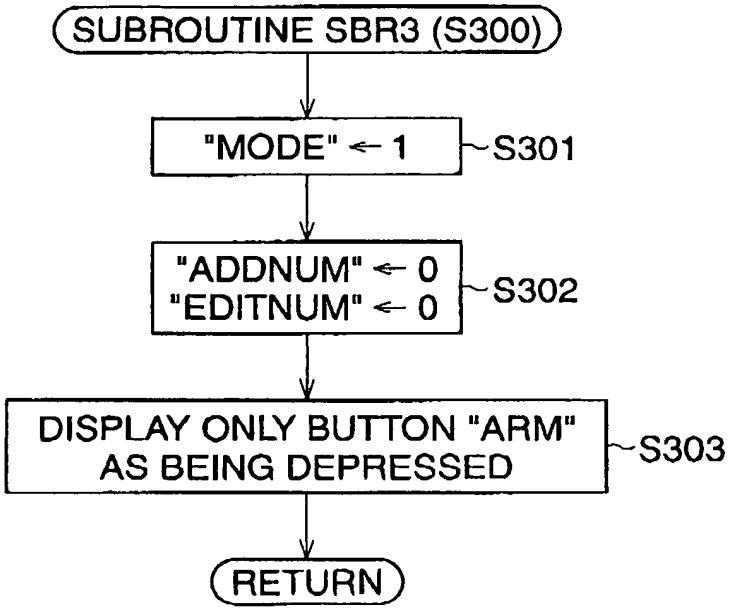

FIG. 18

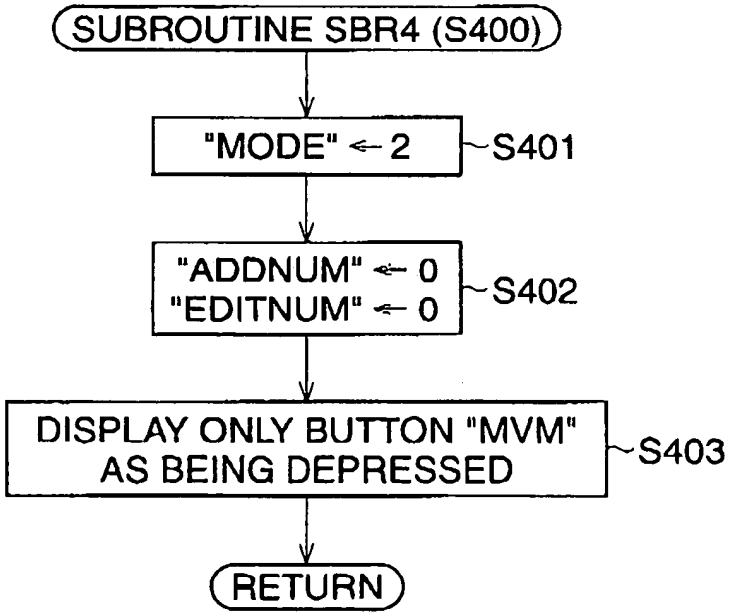

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FIG. 19

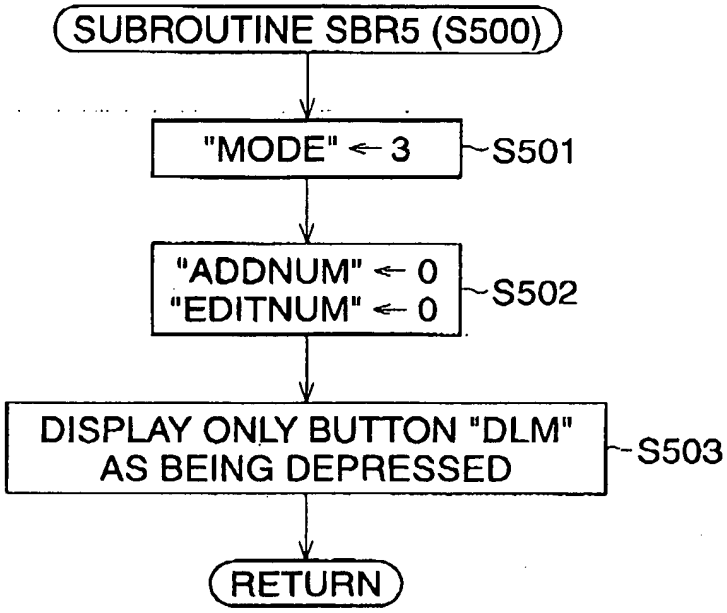

SUBROUTINE SBR5 (S500)
"MODE" ← 3
S501
"ADDNUM" ← 0
"EDITNUM" ← 0
S502
DISPLAY ONLY BUTTON "DLM" AS BEING DEPRESSED
S503
RETURN

FIG. 20

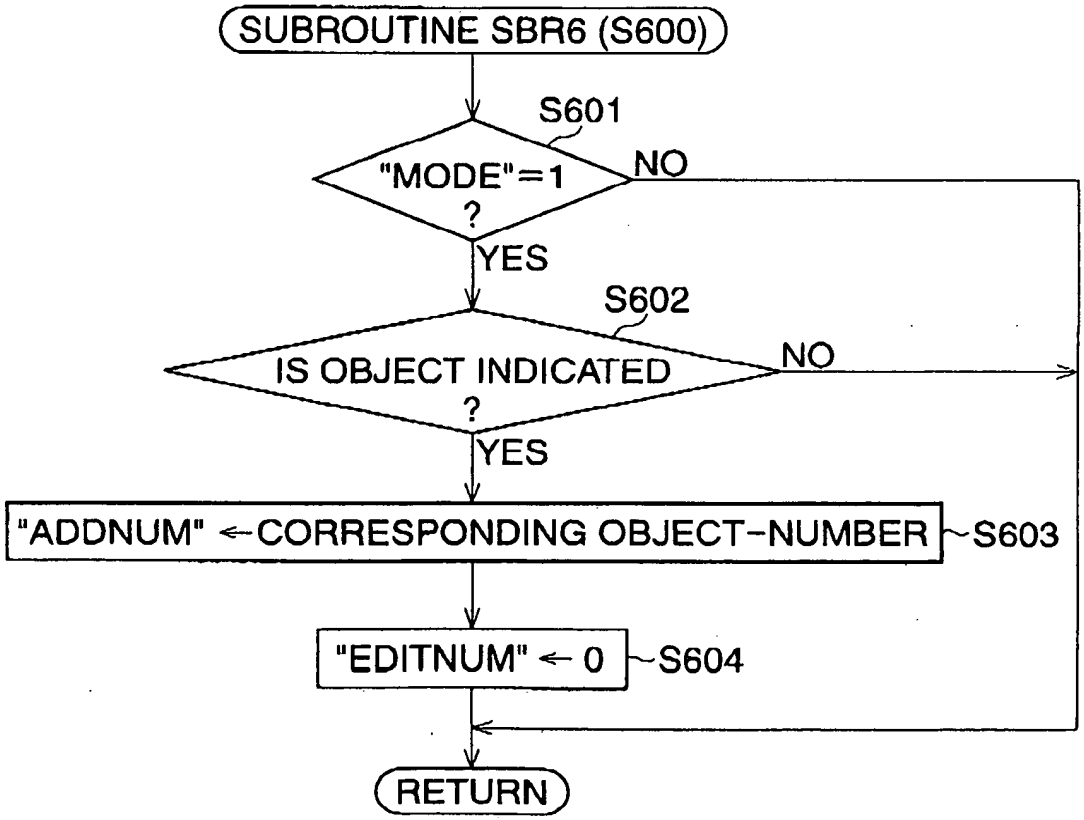
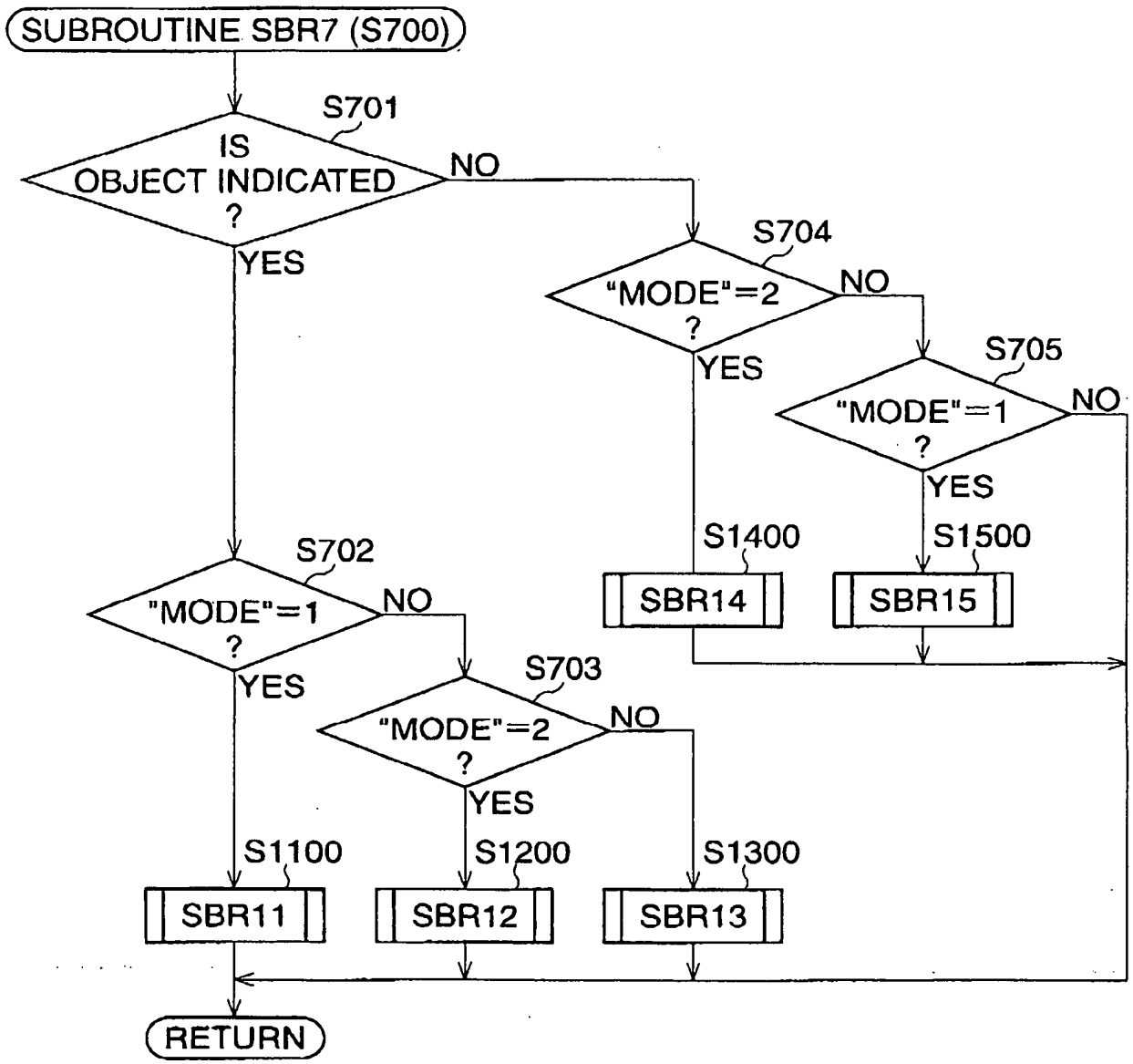

SUBROUTINE SBR6 (S600)
S601
"MODE"=1 ?
NO
YES
S602
IS OBJECT INDICATED ?
NO
YES
"ADDNUM" ←CORRESPONDING OBJECT-NUMBER
S603
"EDITNUM" ← 0
S604
RETURN

FIG. 21



0500800-050000

FIG. 22

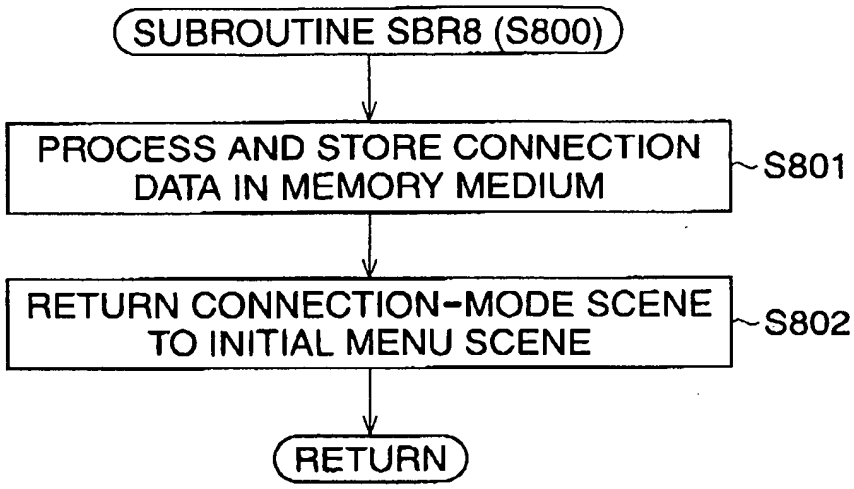

SUBROUTINE SBR8 (S800)
PROCESS AND STORE CONNECTION DATA IN MEMORY MEDIUM
S801
RETURN CONNECTION-MODE SCENE TO INITIAL MENU SCENE
S802
RETURN

FIG. 23

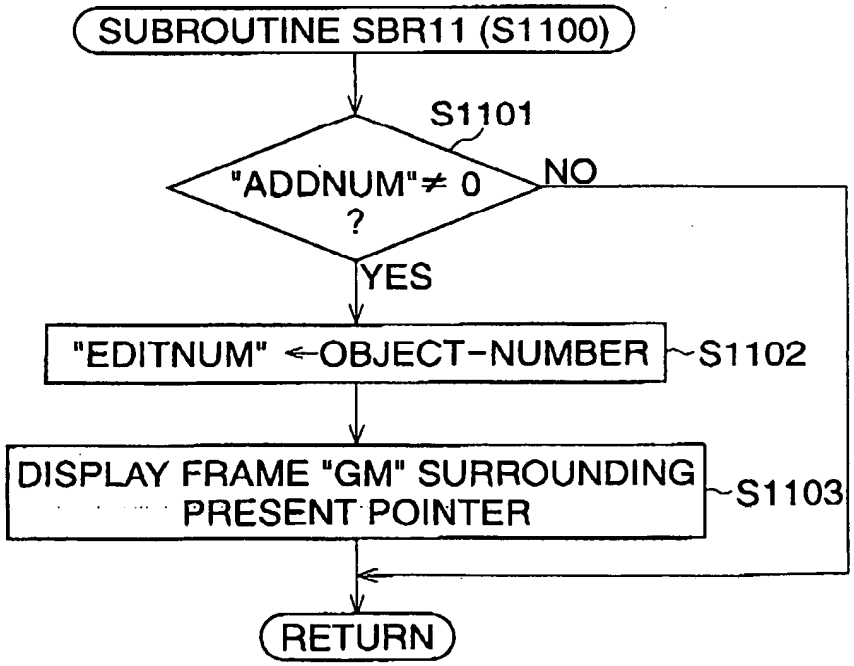
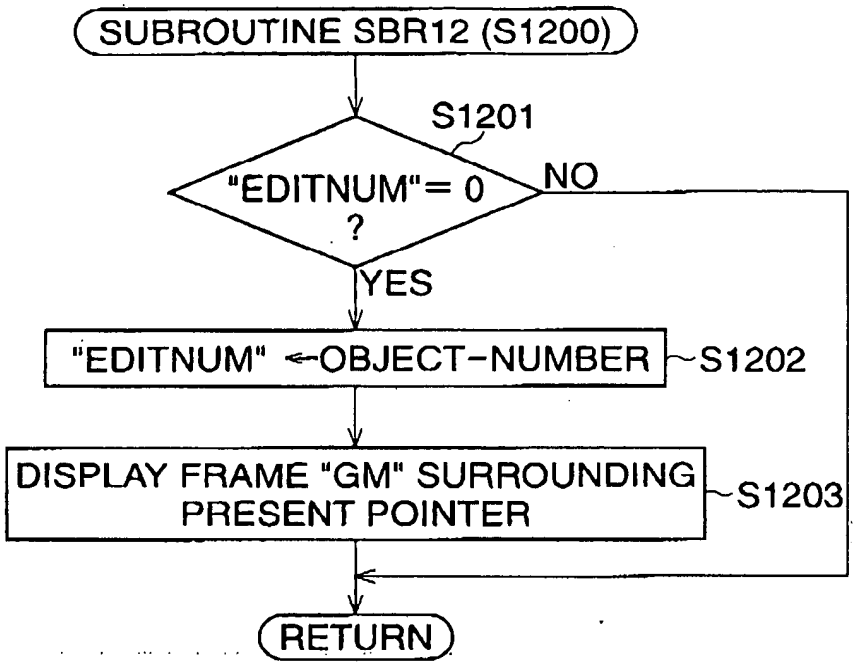
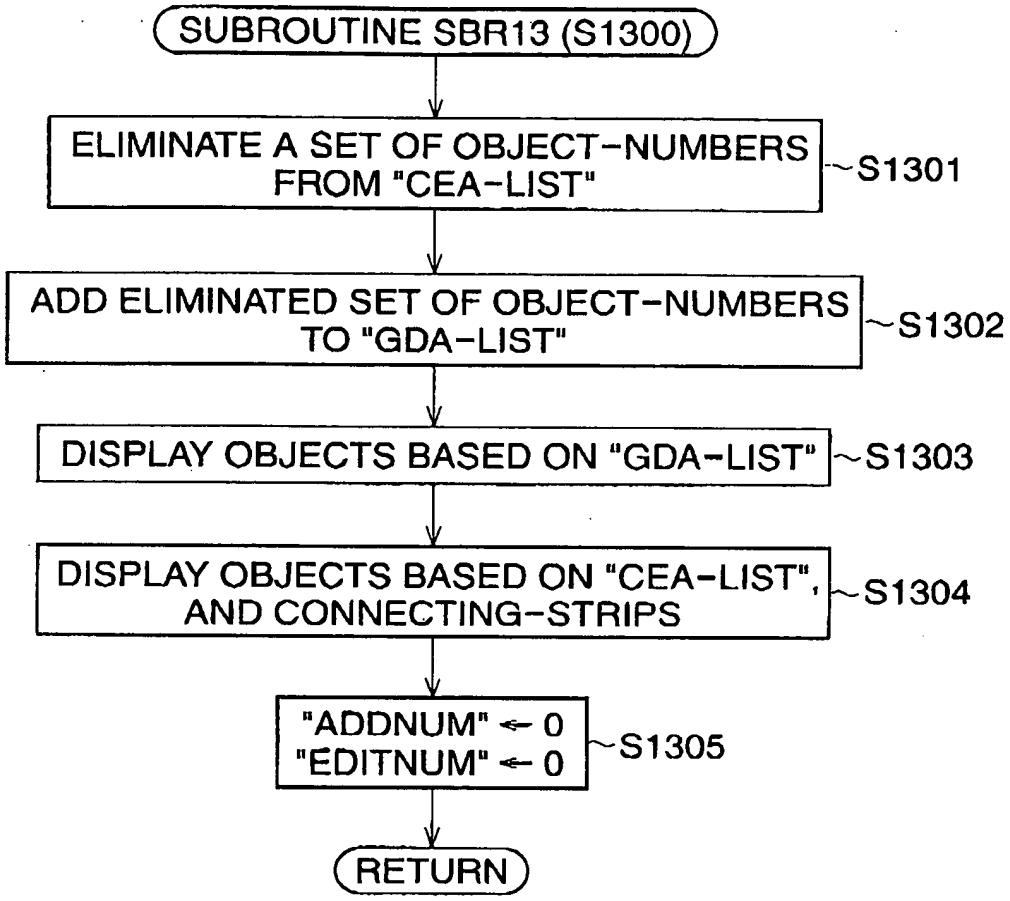

SUBROUTINE SBR11 (S1100)
S1101
"ADDNUM"≠ 0 ?
NO
YES
"EDITNUM" ←OBJECT-NUMBER
S1102
DISPLAY FRAME "GM" SURROUNDING PRESENT POINTER
S1103
RETURN

FIG.24



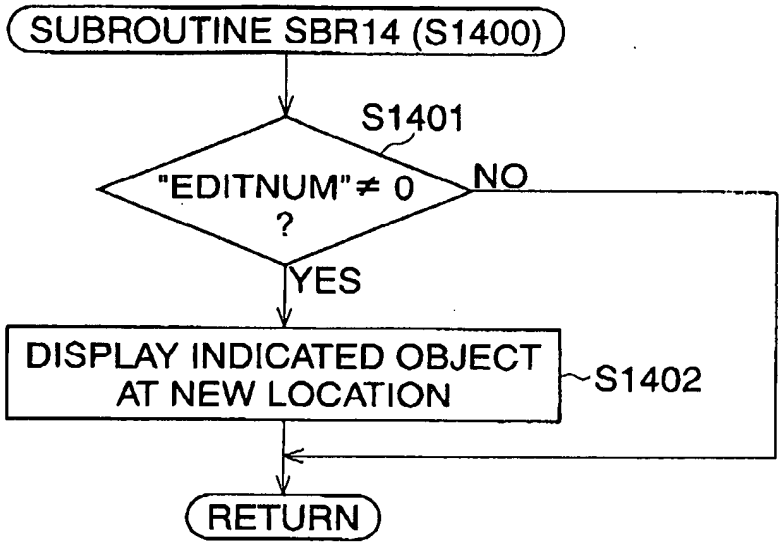
0000000-000000

FIG.25



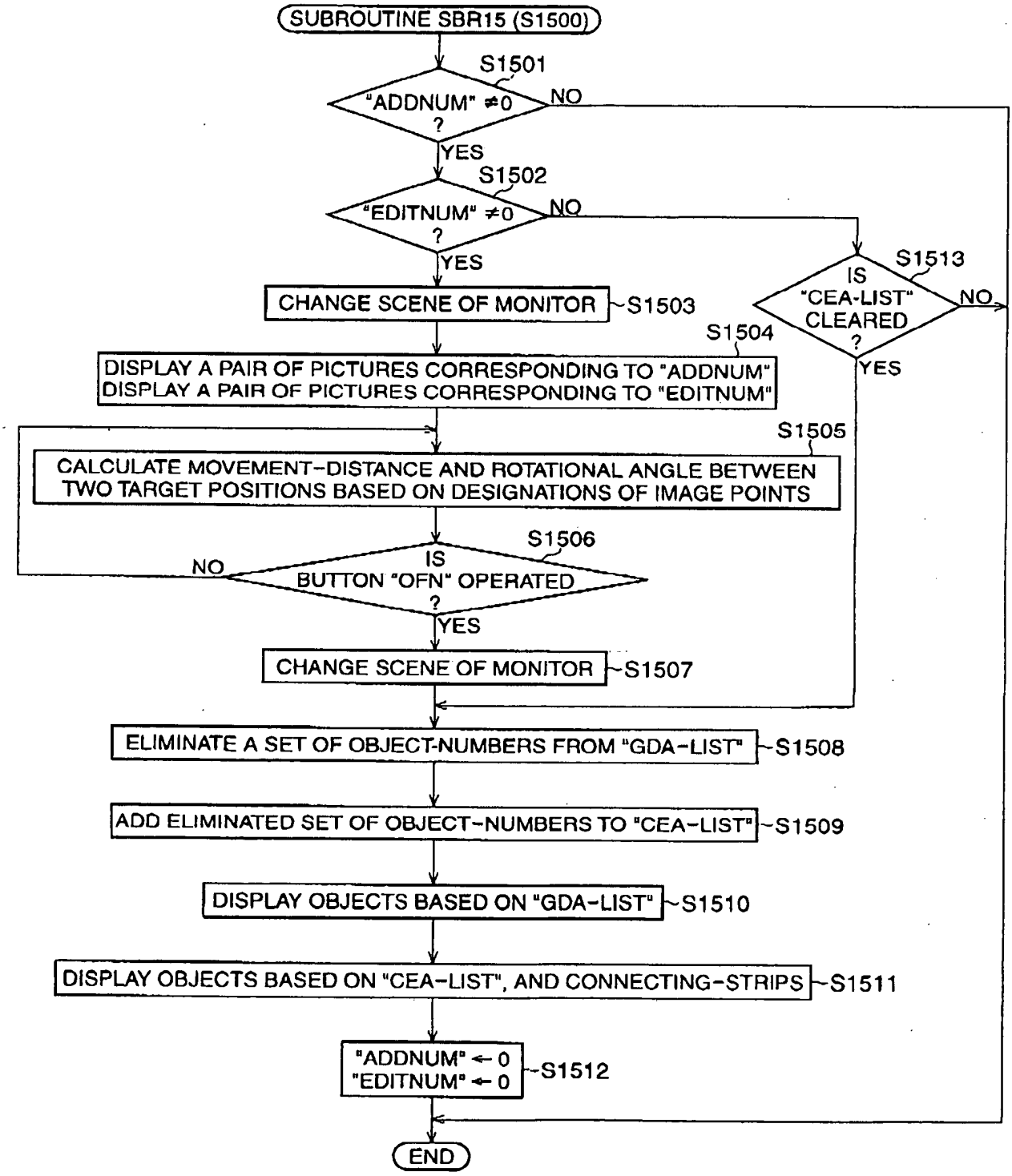
0000000-000000

FIG. 26



09508008-060000

FIG. 27



0960808-090300